

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	70	463/2 and impact\$6	USPAT	OR	OFF	2005/01/24 07:05
L2	485	"463"/\$.ccls. and ((bullet or hit\$4 or impact\$4) same (surface or object))	USPAT	OR	OFF	2005/01/24 07:05
L3	31	"463"/2.ccls. and ((bullet or hit\$4 or impact\$4) same (surface or object))	USPAT	OR	OFF	2005/01/24 07:18
L4	84	"463"/2,31.ccls. and ((bullet or hit\$4 or impact\$4) same (surface or object))	USPAT	OR	OFF	2005/01/24 07:20
L5	519	"463"/2,31.ccls.	USPAT	OR	OFF	2005/01/24 07:21
L6	19763	"434"/\$.ccls.	USPAT	OR	OFF	2005/01/24 07:21
L7	511	"434"/\$.ccls. and ((bullet or hit\$4 or impact\$4) same (surface or object))	USPAT	OR	OFF	2005/01/24 07:22
L8	104	"434"/19-23.ccls. and ((bullet or hit\$4 or impact\$4) same (surface or object))	USPAT	OR	OFF	2005/01/24 07:22
L9	3	"434"/19-23.ccls. and ((bullet or hit\$4 or impact\$4) adj (surface or object))	USPAT	OR	OFF	2005/01/24 07:22
S1	1	"5877777".pn. and impact\$4	USPAT	OR	OFF	2005/01/24 07:04
S2	1	"6456289".pn. and impact\$4	USPAT	OR	OFF	2003/11/28 12:28
S3	1	"6069634".pn.	USPAT	OR	OFF	2004/09/09 15:16
S4	1	"5731819".pn.	USPAT	OR	OFF	2003/12/02 12:52
S5	0	345/473.ccls and bullet	USPAT	OR	OFF	2003/11/28 12:37
S6	0	345/473.ccls and bulet	USPAT	OR	OFF	2003/11/28 12:37
S7	0	345/473.ccls	USPAT	OR	OFF	2003/11/28 12:38

S8	8	345/473.ccls. and bullet	USPAT	OR	OFF	2005/01/11 11:52
S9	1028	"345"/\$.ccls. and ((bullet or hit\$4 or impact\$4) same (surface or object))	USPAT	OR	OFF	2005/01/24 07:05
S10	15	"345"/\$.ccls. and ((bullet or hit\$4 or impact\$4) same (surface or object)) same deform\$4	USPAT	OR	OFF	2005/01/11 11:53
S11	106	"345"/\$.ccls. and ((bullet or hit\$4 or impact\$4) adj (surface or object))	USPAT	OR	OFF	2005/01/09 16:56
S12	1	"5889670".PN.	USPAT	OR	OFF	2003/11/28 12:56
S13	1	"5844392".PN.	USPAT	OR	OFF	2003/11/28 12:56
S14	1	"5831408".PN.	USPAT	OR	OFF	2003/11/28 12:56
S15	1	"5805165".PN.	USPAT	OR	OFF	2003/11/28 12:56
S16	1	"5781172".PN.	USPAT	OR	OFF	2003/11/28 12:57
S17	1	"5767839".PN.	USPAT	OR	OFF	2003/11/28 12:57
S18	1	"5731819".pn.	USPAT	OR	OFF	2003/11/30 13:24
S19	1	"6456289".pn.	USPAT	OR	OFF	2003/11/30 14:29
S20	1	"6069634".pn.	USPAT	OR	OFF	2003/11/30 16:18
S21	1	"5877777".pn. and cell and mesh	USPAT	OR	OFF	2003/11/30 16:19
S22	1	"5877777".pn. and cell same mesh	USPAT	OR	OFF	2003/11/30 17:04
S23	1	"5877777".pn. and vector and impact\$4	USPAT	OR	OFF	2003/11/30 17:04
S24	1	"5877777".pn. and vector same impact\$4	USPAT	OR	OFF	2005/01/09 17:09
S25	1	"5877777".pn.	USPAT	OR	OFF	2003/12/02 12:49

S26	1594	345/581-593.ccls.	USPAT	OR	OFF	2003/12/02 12:53
S27	286	345/582.ccls. and textur\$4 adj map\$5	USPAT	OR	OFF	2005/01/09 16:57
S28	79	345/582.ccls. and textur\$4 adj map\$5 and (distor\$5 or deform\$6)	USPAT	OR	OFF	2005/01/09 16:57
S29	25	345/582.ccls. and textur\$4 adj map\$5 and (distor\$5 or deform\$6) and primitive	USPAT	OR	OFF	2005/01/09 16:58
S30	11	345/582.ccls. and textur\$4 adj map\$5 and (distor\$5 or deform\$6) and primitive and random\$4	USPAT	OR	OFF	2003/12/02 13:35
S31	25	345/581-593.ccls. and textur\$4 adj map\$5 and (distor\$5 or deform\$6) and primitive and random\$4	USPAT	OR	OFF	2005/01/09 16:58
S32	1	"6054992".pn.	USPAT	OR	OFF	2003/12/02 16:38
S33	1	"5918238".pn.	USPAT	OR	OFF	2003/12/02 16:41
S34	1	"6417861".pn.	USPAT	OR	OFF	2003/12/03 13:48
S35	458	345/581-593.ccls. and textur\$4 adj map\$5	USPAT	OR	OFF	2005/01/09 16:59
S36	22	345/581-593.ccls. and (textur\$4 adj map\$5) same move	USPAT	OR	OFF	2005/01/09 17:00
S37	61	345/581-593.ccls. and (textur\$4 adj map\$5) same distort\$4	USPAT	OR	OFF	2005/01/09 17:00
S38	8	345/581-593.ccls. and (textur\$4 adj map\$5) same (impact\$4 or collision)	USPAT	OR	OFF	2005/01/09 17:01
S39	1	"6417854".pn. and (textur\$4 adj map\$5) same (impact\$4 or collision)	USPAT	OR	OFF	2003/12/03 09:35
S40	1	"6417854".pn. and textur\$4 adj map\$5 and (impact\$4 or collision)	USPAT	OR	OFF	2003/12/04 12:47
S41	1	"6417861".pn. and random	USPAT	OR	OFF	2003/12/03 14:03

S42	1	"6417861".pn. and random\$5 and vert\$6	USPAT	OR	OFF	2003/12/04 11:07
S43	1	"6417861".pn. and random\$5 and vert\$6 and obscur\$4 and mov\$4 and object	USPAT	OR	OFF	2003/12/04 11:09
S44	1	"6417861".pn. and random\$5 and vert\$6 and obscur\$4 and mov\$6 and object	USPAT	OR	OFF	2003/12/04 11:09
S45	1	"6456289".pn.	USPAT	OR	OFF	2003/12/04 11:15
S46	1	"6417854".pn. and textur\$4 adj map\$5 and (impact\$4 or collision) and polygon\$4 and stor\$4	USPAT	OR	OFF	2003/12/04 12:47
S47	1653126	"5877777".pn. and impact\$4 and software and stor\$4 or mem\$6	USPAT	OR	OFF	2003/12/10 13:47
S48	1	"5877777".pn. and impact\$4 and software and (stor\$4 or mem\$6)	USPAT	OR	OFF	2003/12/10 13:54
S49	1	"5877777".pn. and impact\$4 and software and (stor\$4 or mem\$6) and defin\$4	USPAT	OR	OFF	2003/12/10 14:12
S50	1	"5877777".pn. and impact\$4 and software and (stor\$4 or mem\$6) and defin\$4 and display\$4	USPAT	OR	OFF	2003/12/10 14:12
S51	1	"6069634".pn. and collision and detect\$4	USPAT	OR	OFF	2004/09/09 15:19
S52	1	"5592599".PN.	USPAT	OR	OFF	2004/09/09 15:17
S53	1	"5261041".PN.	USPAT	OR	OFF	2004/09/09 15:18
S54	1	"6067096".PN.	USPAT	OR	OFF	2004/09/09 15:18
S55	1	"6067096".pn. and collision and detect\$4	USPAT	OR	OFF	2005/01/09 17:03
S56	1	"6067096".pn. and user and collision and detect\$4	USPAT	OR	OFF	2004/09/09 15:22
S57	1	"6067096".PN.	USPAT	OR	OFF	2004/09/09 15:21

S58	1	"6191798".PN.	USPAT	OR	OFF	2004/09/09 15:21
S59	203	"345"/\$.ccls. and game and user and collision and detect\$4	USPAT	OR	OFF	2005/01/09 17:06
S60	43	345/419,473,958.ccls. and game and user and collision and detect\$4	USPAT	OR	OFF	2004/09/09 15:24
S61	32	345/419,473,958.ccls. and game and user and collision same detect\$4	USPAT	OR	OFF	2004/09/09 15:32
S62	3	345/958.ccls. and game and user and collision same detect\$4	USPAT	OR	OFF	2004/09/09 15:30
S63	246	game and collision same detect\$4 and ((user or player) same control\$4)	USPAT	OR	OFF	2004/09/09 15:32
S64	29	345/419,473,958.ccls. and game and collision same detect\$4 and ((user or player) same control\$4)	USPAT	OR	OFF	2004/09/10 09:16
S65	1	"6778190".pn. and game and collision and detect\$4 and ((user or player) and control\$4)	USPAT	OR	OFF	2004/09/10 09:18
S66	1	"6778190".pn. and game and collision and detect\$4 and ((user or player) and control\$4) and imping\$6	USPAT	OR	OFF	2004/09/10 10:19
S67	39	game and shoot\$4 and gallery	USPAT	OR	OFF	2004/09/10 10:23
S68	10	game and shoot\$4 and gallery and impact\$4	USPAT	OR	OFF	2004/09/10 10:20
S69	179152	game and shoot\$4 and impact\$4 or colli\$5	USPAT	OR	OFF	2004/09/10 10:24
S70	178414	"345"/\$.ccls. and game and shoot\$4 and impact\$4 or colli\$5	USPAT	OR	OFF	2004/09/10 10:24
S71	178389	345/473.ccls. and game and shoot\$4 and impact\$4 or colli\$5	USPAT	OR	OFF	2004/09/10 10:25

S72	20	345/473.ccls. and game and shoot\$4 and (impact\$4 or colli\$5)	USPAT	OR	OFF	2005/01/09 17:18
S73	744	345/473.ccls.	USPAT	OR	OFF	2004/09/10 10:49
S74	77	345/473.ccls. and collision	USPAT	OR	OFF	2004/09/10 12:29
S75	19	345/473.ccls. and collision and (deform\$6 or morph\$4)	USPAT	OR	OFF	2005/01/09 17:19
S76	25	345/419,427,428,955.ccls. and collision and (deform\$6 or morph\$4)	USPAT	OR	OFF	2004/09/10 12:38
S77	22	345/958.ccls.	USPAT	OR	OFF	2005/01/09 16:49
S78	6	345/958.ccls. and impact\$4	USPAT	OR	OFF	2005/01/09 16:52
S79	7	345/955,958,959.ccls. and impact\$4	USPAT	OR	OFF	2005/01/09 16:54
S80	34	345/955,958,959.ccls.	USPAT	OR	OFF	2005/01/09 17:04
S81	967	"345"/\$.ccls. and ((bullet or hit\$4 or impact\$4) same (surface or object))	USPAT	OR	OFF	2005/01/09 17:29
S82	28	"345"/\$.ccls. and ((bullet or hit\$4 or impact\$4) same (surface or object)) same deform\$6	USPAT	OR	OFF	2005/01/09 16:56
S83	101	"345"/\$.ccls. and ((bullet or hit\$4 or impact\$4) adj (surface or object))	USPAT	OR	OFF	2005/01/09 16:56
S84	360	345/582.ccls. and textur\$4 adj map\$6	USPAT	OR	OFF	2005/01/09 16:57
S85	100	345/582.ccls. and textur\$4 adj map\$5 and (distor\$5 or deform\$6)	USPAT	OR	OFF	2005/01/09 16:57
S86	42	345/582.ccls. and textur\$4 adj map\$5 and (distor\$5 or deform\$6) and primitiv\$3	USPAT	OR	OFF	2005/01/09 17:28
S87	40	345/581-593.ccls. and textur\$4 adj map\$5 and (distor\$5 or deform\$6) and primitive and random\$6	USPAT	OR	OFF	2005/01/09 16:58

S88	567	345/581-593.ccls. and textur\$4 adj map\$6	USPAT	OR	OFF	2005/01/09 16:59
S89	108	345/581-593.ccls. and (textur\$4 adj map\$5) same mov\$5	USPAT	OR	OFF	2005/01/09 17:00
S90	67	345/581-593.ccls. and (textur\$4 adj map\$5) same distort\$6	USPAT	OR	OFF	2005/01/09 17:00
S91	14	345/581-593.ccls. and (textur\$4 adj map\$5) same (impact\$4 or collision\$1)	USPAT	OR	OFF	2005/01/09 17:30
S92	21524	collision and detect\$4	USPAT	OR	OFF	2005/01/09 17:03
S93	4000	collision adj detect\$4	USPAT	OR	OFF	2005/01/09 17:04
S94	218	"345"/\$.ccls. and collision adj detect\$4	USPAT	OR	OFF	2005/01/09 17:27
S95	8	345/955,958,959.ccls. and collision adj detect\$4	USPAT	OR	OFF	2005/01/09 17:05
S96	47	345/473,474,475,955,958, 959.ccls. and collision adj detect\$4	USPAT	OR	OFF	2005/01/09 17:08
S97	45	345/473,474,475.ccls. and collision adj detect\$4	USPAT	OR	OFF	2005/01/09 17:05
S98	192	"345"/\$.ccls. and game and user and collision and detect\$6	USPAT	OR	OFF	2005/01/09 17:06
S99	94	"345"/\$.ccls. and game and user and collision adj detect\$6	USPAT	OR	OFF	2005/01/09 17:07
S100	27	345/473,474,475,955,958, 959.ccls. and collision adj detect\$4 and game and user\$1	USPAT	OR	OFF	2005/01/09 17:08
S101	6	345/473,474,475,955,958, 959.ccls. and vector same impact\$4	USPAT	OR	OFF	2005/01/09 17:09
S102	20	345/473.ccls. and game and shoot\$4 and (impact\$4 or colli\$6)	USPAT	OR	OFF	2005/01/09 17:20
S103	0	345/473,474,475,955,958, 959.ccls and collision and (deform\$6 or morph\$4)	USPAT	OR	OFF	2005/01/09 17:29

S10 4	26	345/473,474,475,955,958, 959.ccls. and game and shoot\$4 and (impact\$4 or colli\$6)	USPAT	OR	OFF	2005/01/09 17:20
S10 5	158	345/419,420,427.ccls. and ((bullet or hit\$4 or impact\$4) same (surface or object))	USPAT	OR	OFF	2005/01/09 17:27
S10 6	67	345/419,420,427.ccls. and collision adj detect\$4	USPAT	OR	OFF	2005/01/09 17:28
S10 7	84	345/419,420,427.ccls. and textur\$4 adj map\$5 and (distor\$5 or deform\$6) and primitiv\$3	USPAT	OR	OFF	2005/01/09 17:28
S10 8	158	345/419,420,427.ccls. and ((bullet or hit\$4 or impact\$4) same (surface or object))	USPAT	OR	OFF	2005/01/09 17:29
S10 9	36	345/419,420,427.ccls. and collision and (deform\$6 or morph\$4)	USPAT	OR	OFF	2005/01/09 17:29
S11 0	3	345/419,420,427.ccls. and (textur\$4 adj map\$5) same (impact\$4 or collision\$1)	USPAT	OR	OFF	2005/01/09 17:30
S11 1	968	"345"/\$.ccls. and ((bullet or hit\$4 or impact\$4) same (surface or object))	USPAT	OR	OFF	2005/01/11 11:51
S11 2	13	345/473,474,475.ccls. and bullet	USPAT	OR	OFF	2005/01/11 11:52
S11 3	28	"345"/\$.ccls. and ((bullet or hit\$4 or impact\$4) same (surface or object)) same deform\$6	USPAT	OR	OFF	2005/01/11 11:53
S11 4	4	345/473,474,475.ccls. and ((bullet or hit\$4 or impact\$4) same (surface or object)) same deform\$6	USPAT	OR	OFF	2005/01/11 11:54
S11 5	6	345/419,427,473,474,475. ccls. and ((bullet or hit\$4 or impact\$4) same (surface or object)) same deform\$6	USPAT	OR	OFF	2005/01/12 11:22
S11 6	1	"5781194".PN.	USPAT; USOCR	OR	ON	2005/01/11 12:16
S11 7	1	"6069634".PN.	USPAT; USOCR	OR	ON	2005/01/11 12:17

S11 8	301	463/52-57.ccls.	US-PGPU B; USPAT	OR	OFF	2005/01/12 11:24
S11 9	2	463/52-57.ccls. and hit\$5 adj check\$5	US-PGPU B; USPAT	OR	OFF	2005/01/12 12:02
S12 0	1	"4799687".PN.	USPAT; USOCR	OR	ON	2005/01/12 11:36
S12 1	1	"5382026".PN.	USPAT; USOCR	OR	ON	2005/01/12 11:36
S12 2	0	"6319119".uref.	US-PGPU B; USPAT	OR	OFF	2005/01/12 11:38
S12 3	1	"6319119".pn.	US-PGPU B; USPAT	OR	OFF	2005/01/12 11:42
S12 4	1	"5931734".pn.	US-PGPU B; USPAT	OR	OFF	2005/01/12 11:43
S12 5	1	"5720663".pn.	US-PGPU B; USPAT	OR	OFF	2005/01/12 12:12
S12 6	37	"463"/\$.ccls. and hit\$5 adj check\$5	US-PGPU B; USPAT	OR	OFF	2005/01/12 12:03
S12 7	1	"5877777".pn.	US-PGPU B; USPAT	OR	OFF	2005/01/12 12:14
S12 8	1	"5877777".pn. and real adj time adj virtual adj real\$6	US-PGPU B; USPAT	OR	OFF	2005/01/12 12:14